

Five Tribes with Artisans of Naqala

Introduction

Five Tribes is set in the world of 1001 Arabian Nights. The old Sultan has died, and control of Naqala is up for grabs! The oracles foretold of strangers who would manoeuvre the Five Tribes to gain influence over Naqala. Invoke the old Djinn, move the Tribes into the right position, and the Sultanate could be yours!

Game End and Goal:

The game ends when either:

- A player places his last camel (a player's Tent counts as a Camel for game ending, so must also have been placed if playing with Artisans), or
- No more meeple moves are possible.

Final scoring occurs, and the player with the most victory points is the winner.

Setup:

1. Players receive **Camels** and **Turn Order Markers** as follows:
 - a. 2P game – one player takes 11 blue camels and 2 turn markers, and one player takes 11 pink camels and 2 turn markers.
 - b. 3P and 4P game – Each player receives 8 camels and one turn marker in their chosen colour. Spare blue or pink camels and markers are returned to the box.
 - c. In Artisans, each player also receives a **Tent** in their colour.
2. Each player receives 50 **Gold Coins**, which they should place face down. *Money is secret until the end of the game as it is also Victory Points.*
3. Mix all 30 **Tiles** and place them in a 6 wide, 5 tall grid to form the **Sultanate**. All tiles must be orientated the same way.
 - a. If playing with Artisans of Naqala, instead randomise the base game tiles and draw 10 of them. To this pile add the 6 **Expansion Tiles**, and mix again. Lay these 16 tiles out in a 4x4 grid. Then place the remaining 20 tiles from the base game around the 4x4 grid to make a 6x6 grid. All tiles must be orientated the same way. Place the **Mountains** on the workshop tiles on the darkened borders (2 mountains per tile lined up against the edges). *If any tile(s) ends up completely surrounded by mountains, reshuffle and restart tile setup.*
4. Put all 90 **Wooden Meeples** into the **Meeple Bag**, and randomly draw 3 meeples per tile, placing them on the tiles as you proceed. The bag will be empty after this is complete.
 - a. If playing with Artisans of Naqala, also add all the **Purple Meeples** to the meeple bag before mixing them, and deal out 3 per tile, except that no meeples can be placed on the **Chasm** tile.
5. Put the **Bid Order** and **Turn Order Tracks** next to the Sultanate.
6. Take the player's Turn Order Markers, and place them in a random order on the bid order track.
7. Shuffle all **Resource Cards**, place them in a face down stack, and draw 9 cards face up to form a display next to the Resource Card stack.
8. Shuffle the **Djinn Cards** (including the Artisans Djinn cards, if in use) into the stack. Place in a face down stack. Draw 3 Djinn Cards face up to form a display.
9. Shuffle the **Item Markers**, and place them in a face down stack near the sultanate.
10. Put the **Palm Trees**, **Palaces** and remaining Gold Coins in supply next to the sultanate.

Game Overview:

The game occurs in the following three steps until the end conditions are met:

1. Bid for turn order
2. Action Phase:
 - a. Move turn marker
 - b. Move meeples
 - c. Check tile control
 - d. Tribe actions
 - e. Tile actions
 - f. Merchandise sale (optional)
3. Clean up

1. Bid for Turn Order:

The player who is first on the Bid Order Track announces which space on the Turn Order Track they wish to place their Turn Marker on, pays to the bank the amount of gold shown on the space, and moves their marker there. The next player on the Bid Order Track repeats this process, and play continues until all players have paid and moved to the Turn Order Track. Note the following placement rules:

- Players cannot share Turn Order Track spaces (except the 0 space).
- If a player chooses to bid 0, no money is paid to the bank, and their marker moves to the front “0” space. Any players already in the 0 area are pushed backwards one spot in Turn Order.
- In a 4P game, if all three “0” spaces on the Turn Order track are full, the 4th player must bid for another space.

Players will now take their turn in the order in which their markers have been placed on the Turn Order Track, beginning with the player on the highest numbered space.

2. Action Phase:

On a player's turn, they take the following six actions in order. Once a player's actions are complete the next player takes their actions, and so forth until all players have completed their actions.

- Move Turn Marker:** Pick up your Turn Marker from the Turn Order Track and place it on the first empty spot on the Bid Order Track (*ready for the next Round*).
- Move Meeples:** Select a tile that contains at least 1 Meeple, and pick all Meeples on that tile up. Choose an orthogonal path away from the selected tile of the same length as the number of Meeples picked up, and drop 1 Meeple in each space in the path (not on the starting tile). The following rules should be respected:
 - Last Meeple, Same Colour** – When a player is laying their path, they may lay the Meeples in any order of their choosing, except for the last Meeple, which must land on a tile that already contains a Meeple of that colour.
 - No diagonal moves** – The meeples may only be moved in an orthogonal path, never diagonal.
 - No immediate back-tracking** – You may never immediately backtrack onto a tile you have just passed through. *However, if you have at least 5 Meeples, you may complete an overlapped loop over 4 tiles.*
 - Mountains are impassable:** Each time Meeples are moved on the board, they cannot pass from one Tile to another if there is a Mountain between the Tiles.
 - Chasm is impassable:** Meeples cannot cross, nor can they be placed on the chasm at any time.
- Check Tile Control:** Once all the Meeples from hand have been placed, the active player picks up all Meeples of the colour of the final Meeple placed from the last tile in the path. *The player will now have at least 2 Meeples all of one colour in their hand.* IF this action empties the final tile of meeples, the active player takes control of the final tile by placing a Camel of their colour on the tile (*they will receive VPs for the tiles they control at the end of the game*). *You cannot lose control of a tile once you have placed your Camel on it.*
- Tribe Actions:** The player takes the action corresponding to the colour of Meeples they hold on their hand. The strength of the action is increased by the number of Meeples held in their hand.
 - Yellow Viziers** – Place all Yellow Viziers collected in front of you. They will score points at game end.
 - White Elders** – Place all White Elders collected in front of you. You may spend White Elders on purchasing Djinnns, or activating some Djinn powers during the game. *If they remain in front of you at the end of the game, they will score VPs.*
 - Green Merchants** – Place all Green Merchants collected back in the Meeple Bag. Take one Resource card from the market for each Merchant collected, starting at the beginning of the line (and taking the next adjacent ones). Do not replace the resource cards in the market until Clean Up phase. *Resources in hand are secret information.*
 - Blue Builders** – Count the number of Blue Builder meeples collected, and place them in the Meeple Bag. Take Gold from the bank as follows:
 1. Examine the tile that your final Meeple landed on, and all immediately orthogonally and diagonally adjacent tiles. Count the number of blue-valued tiles among them.
 2. Multiply the number of blue-valued tiles by the number of Blue Builder meeples returned to the bag.
 3. If you wish/if able, you may discard Slave Cards from your hand to increase the Blue Meeple multiplier (by 1 for each Slave discarded).
 4. **Mountains are ignored by Builders.**

- v. **Red Assassins** – Put all Red Assassin meeples into the meeple bag. You may kill one Meeple in the Sultanate (returning it to the bag) using the following rules:
 - 1. The Meeple can be any colour of your choice, located on a tile no further away from your finishing tile than 1 tile per Red Assassin put into the bag. Distance counting is orthogonal and not diagonal. **Mountains are ignored by Assassins.**
 - 2. Alternatively, the active player may kill one white, or one yellow, or one purple meeple in front of another player.
 - 3. Slave Cards may be discarded to increase the range of the assassin by one space per slave discarded.
 - 4. If, as a result of taking the Red Assassin action, a tile is completely cleared of Meeples, the active player immediately takes control of that tile and places a Camel from their supply on it.
 - i. It is possible to clear two tiles during the Red Assassin action if picking up the assassins in the first place also clears a tile. In this case, provided you have enough Camels available, you take control of both tiles. If you only have one Camel available, you may only take control of your finishing tile, and not the tile emptied by the assassination.
- vi. **Purple Artisans** - Place all the Purple Artisans you just collected in front of you and take a matching number of Item Markers from the pile. Choose one of them, keep it face down before you, and discard the others face up.
 - 1. **Precious Items** - Worth VPs at Game End.
 - 2. **Magic Items** - Have a special effect, and can be played at any time during your turn, including just after you drew it. Only one magic item may be played per turn. Each magic item is single use: once an item is played, it is discarded.
 - 3. **Purple Artisans** can also be spent in the Workshops during the game to acquire more Items (see below). Just like Viziers and Elders, Artisans can be killed by Assassins.
- e. **Tile Actions:** When a player's Tribe Action is complete, the action of the tile they drew the meeples from is resolved. If you took control of a second tile through the use of assassins, you do not receive the action of this tile as well.

The tiles which have compulsory (red arrow) actions are:

- i. **Oasis (Palm Tree)** – Place one Palm Tree from supply on this tile. There is no limit to the number of Palm Trees that can be on a tile. If there are no Palm Trees left in supply, this action is ignored.
- ii. **Village (Palace)** – Place 1 Palace from supply on this tile. There is no limit to the number of Palaces that can be on a tile. If there are no Palaces left in supply, this action is ignored.

If the tile does not have a red arrow, the action is optional. These actions are:

- iii. **Small Market (pink 1/3):** Pay 3 gold to supply and pick one Resource Card from the first three on the resource window. Do not refill window until clean up phase.
- iv. **Large Market (blue 2/3):** Pay 6 gold to supply and pick two resource cards from the first six on the resource window. If there is only one resource card in the window, you must still pay 6 gold if you want to take it.
- v. **Specialized Market (red 1/9):** Pay 4 gold coins and pick any resource of your choice from the row of Resource Cards. Do not refill the window until Clean Up phase.
- vi. **Sacred Place (B/W with lamp):** Pay two Elders OR one Elder and one Slave Card to buy a Djinn of your choice from those available in the Djinn window. Put the Elder in the Meeple Bag and the Slave Card into the Resource Card discard. Do not refill the Djinn window until Clean Up phase. Djinn powers come in several types:
 - 1. Permanent – Always active.
 - 2. Pay to Use (once per turn only). Activate them on your turn (including immediately after buying the Djinn), but only if the entry cost can be paid.
- vii. **Workshop (picture of item):** Pay either 1 Artisan OR 2 Slaves to take the first Item of the Item pile.
- f. **Merchandise Sale (Optional):** Once Tile Actions are complete, a player MAY sell some of their Resource Cards (NOT slaves) to convert them back into Gold Coins to spend on a future turn. The set of Resource Cards must all be different from each other, and a set of 1,2,3,4,5,6,7,8,9 different cards is worth 1,3,7,13,21,30,40,50,60 Gold Coins respectively.
- 3. **Clean Up Phase:** Once all players have taken all 5 (or 6) of their action steps, Clean Up is conducted.
 - a. **Resource Cards:** Slide any remaining Resource Cards along the resource row so they are side by side and replenish the space(s) left nearest the draw pile to create a display of 9 Resource Cards. If there

are no Resource Cards to draw, reshuffle the discards to form a new Resource Card deck. If there are still not enough, no more can be drawn.

- b. **Djinns:** Slide any remaining Djinns along the Djinn row so they are side by side and replenish the space(s) left near the draw pile to create a window of 3 face up Djinn cards.

Game End

The game ends when one of two possible events occurs:

1. **A player places their last Camel on a tile.** The active player finishes their action phase as normal. The game ends once all players have taken their actions for this turn. Final scoring then occurs.
2. **There are no more legal Meeple moves.** If a player can make no legal meeple move, he has the opportunity to invoke any Djinn powers he chooses, and then he passes and play moves to the next player. All following players have the same opportunity to use Djinn powers. The turn then finishes and final scoring takes place.

Final Scoring

Final scoring is conducted using the **Scoring Sheets** in the following way:

- 1 VP for each Vizier (Yellow Meeple) you own + 10 VPs for each opponent who has strictly fewer Viziers than you do.
- 2 VPs per Elder (White Meeple) you own
- Sum of VPs for all your Djinns
- Sum of VPs for all of your Tiles (those with one of your Camels on it)
- 3 VPs for each Palm Tree on all of your Tiles
- 5 VPs for each Palace on all of your Tiles
- Convert all your Resource Cards (slaves cannot contribute to sets) to gold. Add this gold the gold you have in front of you, and each gold point is worth 1 VP.
- Your Tent scores the VPs on its tile + 1 VP per each surrounding Red valued tile, including the Tile where it stands, if it is also Red valued. Mountains are ignored for Tent scoring.
- Each Artisan gives you 3 VPs if no other player has more Artisans than you; otherwise you score only 2 VPs per Artisan.
- Precious Items: Each is worth the displayed number of VPs, which you reveal and score at the end of the game.

The player with the most VPs is the winner!